

O'doc Overhill

CHARACTER NAME

Rogue 1

CLASS & LEVEL

Lightfoot Halfling

RACE

Criminal

BACKGROUND

Chaotic Neutral

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

10

0

DEXTERITY

16

+3

CONSTITUTION

8

-1

INTELLIGENCE

12

+1

WISDOM

13

+1

CHARISMA

16

+3

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- 0 Strength
 - 5 Dexterity
 - 1 Constitution
 - 3 Intelligence
 - 1 Wisdom
 - 3 Charisma

- SKILLS
- 3 Acrobatics (Dex)
 - 1 Animal Handling (Wis)
 - 1 Arcana (Int)
 - 2 Athletics (Str)
 - 5 Deception (Cha)
 - 1 History (Int)
 - 3 Insight (Wis)
 - 3 Intimidation (Cha)
 - 1 Investigation (Int)
 - 1 Medicine (Wis)
 - 1 Nature (Int)
 - 1 Perception (Wis)
 - 3 Performance (Cha)
 - 5 Persuasion (Cha)
 - 1 Religion (Int)
 - 5 Sleight of Hand (Dex)
 - 5 Stealth (Dex)
 - 1 Survival (Wis)

16

ARMOR CLASS

+3

INITIATIVE

25ft.

SPEED

Hit Point Maximum 7

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 1d8

1d8

HIT DICE

SUCCESSES

FAILURES

DEATH SAVES

NAME

ATK BONUS

DAMAGE/TYPE

S.sword

+5

1d6+3

Dagger

+5

1d4

ATTACKS & SPELLCASTING

I always have a plan for what to do when things go wrong. I would rather make a new friend than a new enemy.

PERSONALITY TRAITS

Redemption: There's a spark of good in everyone.

IDEALS

I'm trying to pay off an old debt I owe to a generous benefactor.

BONDS

Despite my best efforts, those I care about often become tied up in my schemes.

FLAWS

11

PASSIVE WISDOM (PERCEPTION)

Languages: Common, Halfling
 Armor: Light
 Weapons: Simple, hand crossbows, rapiers, shortswords
 Tools: Thieves' Tools, Playing Card Set

OTHER PROFICIENCIES & LANGUAGES

CP

SP

EP

CP

CP

PP

105

Studded Leather Armor
 Shortsword
 Dagger
 Dark common clothes
 Burglar's Pack (bag of 1,000 ball bearings, 10ft of string, 5 candles, crowbar, hammer, 10 pitons, hooded lantern, 2 flasks of oil, 5 days' rations, tinderbox, waterskin, 50ft. hempen rope)

EQUIPMENT

Lucky: If you roll a 1 on an attack roll, ability check, or saving throw, you can reroll, but must take the new roll.

Brave: You have advantage on saving throws vs. being frightened.

Halfling Nimbleness: You can move through the space of any creature larger than you.

Naturally Stealthy: You can attempt to hide when obscured by a creature at least one size larger than you.

Expertise: Your proficiency bonus on Dexterity (Stealth) checks and with thieves' tools is doubled.

Sneak Attack: Once per turn, you can deal an extra 1d6 damage on an attack if you have advantage, or if another enemy of your target is within five feet.

Thieves' Cant: You know a secret system of messaging that you can use with other thieves that can determine the location of a guild, danger in an area, potential loot or easy marks, or the location of safe houses. It takes four times longer to communicate in this cant than by plain speech.

Criminal Contact: You have a reliable contact whom you know how to get in touch with, and who acts as a liaison to a criminal network.

FEATURES & TRAITS



O'doc Overhill

CHARACTER NAME

25

AGE

Brown

EYES

3'

HEIGHT

Fair

SKIN

40lbs

WEIGHT

Brown

HAIR

CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

NAME SYMBOL

CHARACTER BACKSTORY

ADDITIONAL FEATURES & TRAITS

TREASURE